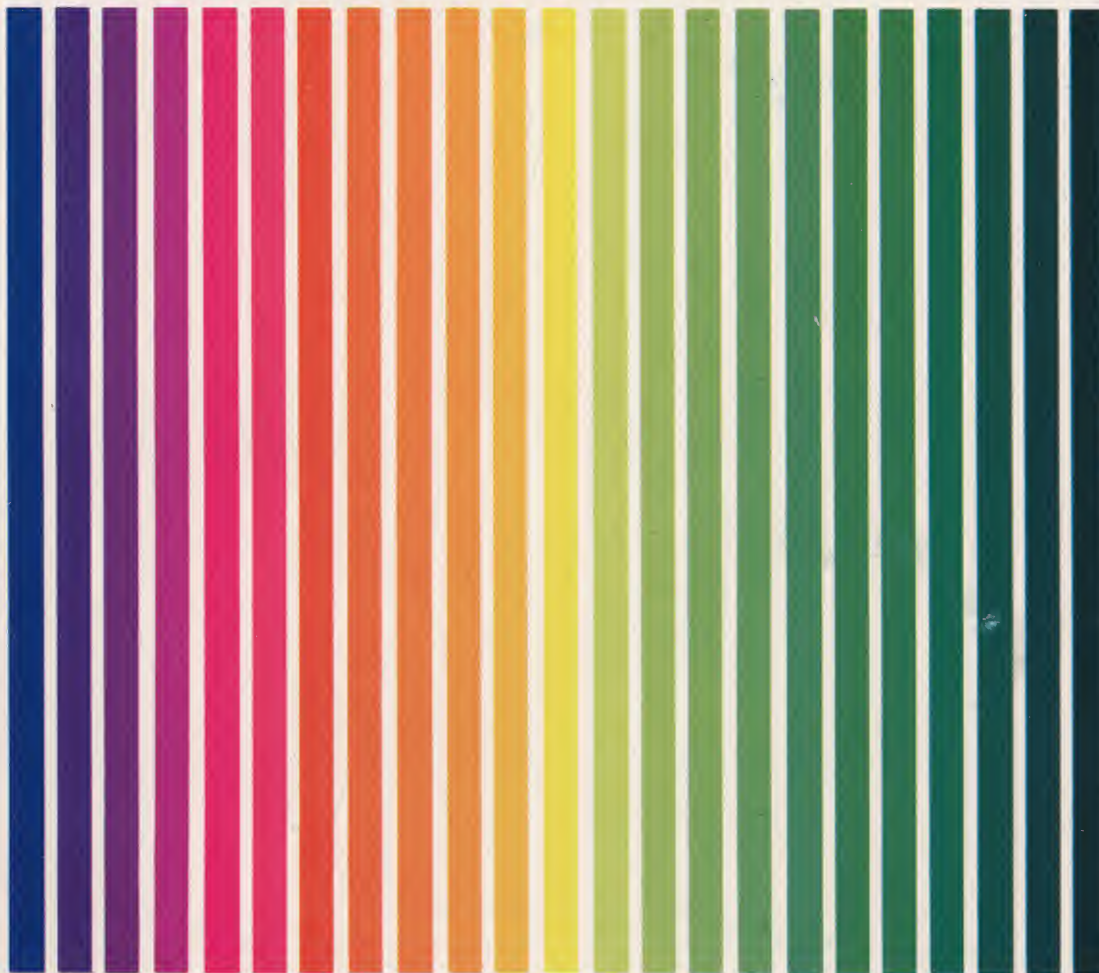


APX ATARI® PROGRAM EXCHANGE



Steve Smith

BUMPER POOL

A two-player computer version
of the pool hall game (ages 8 and up)

Cassette: 16K (APX-10053)
Version 1

Diskette: 24K (APX-20053)
Version 1

Edition B

User-Written Software for ATARI Home Computers

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BUMPER POOL

by

Steve Smith

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INTRODUCTION

OVERVIEW

BUMPER POOL is a two-player game that resembles the popular pool hall game. You each start with five balls; yours are at one end of the table, and your opponent's are at the other end. The object is to pocket all five of your balls in the opening at the opposite end of the pool table from which you start before your opponent does so with his or her balls. Bumpers located in the center and at each end of the table block direct shots. Thus, you must use bank shots off other balls or cushion shots off the table edge to align a ball for a clean shot at the opening. On each turn, you choose which ball to move, the direction in which to move it, and how far to move it. You also must decide whether to play offensively by shooting for an opening or defensively by hitting your opponent's ball away from its intended opening.

REQUIRED ACCESSORIES

Cassette version
16K RAM
ATARI 410 Program Recorder
Diskette version
24K RAM
ATARI 810 Disk Drive
ATARI BASIC Language Cartridge
A set of ATARI Joystick Controllers

CONTACTING THE AUTHOR

Users wishing to contact the author about BUMPER POOL may write to him at

1119 Monticello Court
Fort Collins, CO 80525

GETTING STARTED

LOADING BUMPER POOL INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.
2. Plug your Joystick Controllers into the first and second controller jacks of your computer console.
3. If you have the cassette version of BUMPER POOL:
 - a. Connect your program recorder to the computer and to a wall outlet.
 - b. Turn on your computer and your TV set.
 - c. Slide the BUMPER POOL cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
 - d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.
 - e. After the tape finishes loading, the word READY will display on your TV screen. Type RUN and press the RETURN key. The program's first display screen will appear on your TV screen.

If you have the diskette version of BUMPER POOL:

- a. Turn on your disk drive.
- b. When the BUSY light goes out, open the disk drive door and insert the BUMPER POOL diskette with the label in the lower right-hand corner nearest to you. Close the door.
- c. Turn on your computer and TV set.
- d. When the READY prompt displays on your TV screen, type RUN "D:POOL" and press the RETURN key. The program will load into computer memory and start.

FIRST DISPLAY SCREEN

The following information, together with a short sound and color show, displays on your TV screen while the program creates the pool table:

```
-----  
|                                     |  
|           WELCOME TO THE          |  
|           BUMPER POOL TOURNAMENT |  
|           2 PLAYERS USING JOYSTICKS 1 AND 2! |  
|           STICK #1 USES BALLS 1-5 |  
|           STICK #2 USES BALLS 6-10 |  
|           PLEASE WAIT WHILE I CREATE THE BALLS |  
|                                     |  
|-----|
```

This message appears only once--when you start the game using the RUN command. Additional rounds start immediately after the end of the previous round.

PLAYING BUMPER POOL

THE POOL TABLE

The pool table is an outline of a rectangular table with an opening at each end. Eight round bumpers (represented by X's in the figure below) are in the middle and two are at each end of the table. Balls 1 through 5 (represented by their digits in the figure below) are on the left-hand side of the table and balls 6 through 10 are on the right-hand side of the table. Using the joystick in jack one, player 1 controls balls 1 through 5; using the joystick in jack two, player 2 controls balls 6 through 10.

The bottom of the screen shows ball selection, direction, distance, and balls already pocketed for left (player 1) and right (player 2) players. (Because the left side always goes first, you might want to alternate joysticks with your opponent for each round.)

The table, balls, and text all display in white on a dark green background for player 1's turn. The screen background changes to light green and the table, balls, and text change to black for player 2's turn.

The playing field looks approximately as follows.

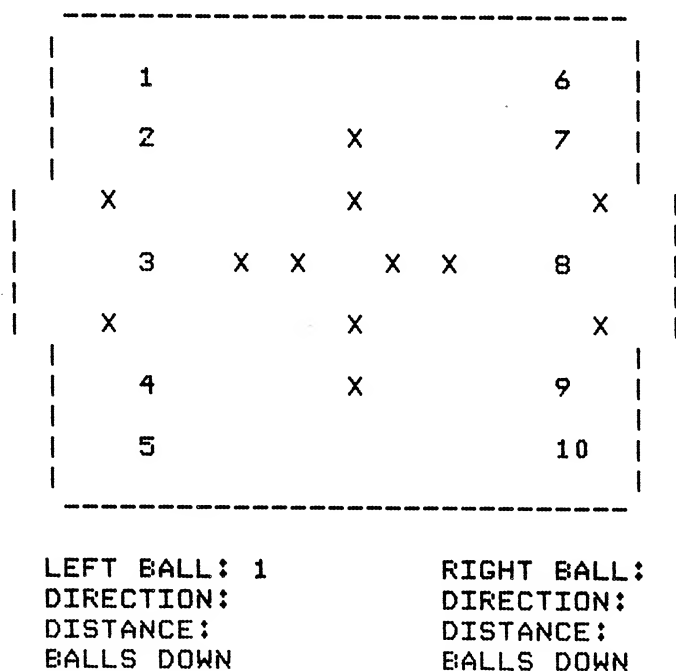


Figure 1 BUMPER POOL Table and Screen

PLAYING STEPS

Indication of player's turn

The first line of text below the pool table, LEFT BALL/RIGHT BALL, indicates both whose turn it is and which ball is currently in play. The initial display shows a 1 next to LEFT BALL, indicating ball 1 is in play (and that it's therefore player 1's turn). Change the ball number by holding your joystick controller so that the red button is at the upper left-hand side nearest your TV screen and pushing the joystick forward toward the TV screen. Give additional pushes on the joystick until the number displays of the ball you want to move and then press the red button.

As you pocket each ball, its number displays on the last line of text, BALLS DOWN, and that number no longer displays when you push your joystick to select a ball.

Directing the ball's line of movement

The second line of text, DIRECTION, indicates the line of movement you want the selected ball to take. An arrow displays on this line after you select the ball to play. Try to center the ball so that it will go into the opening with a straight shot. Again, push forward on your joystick until the arrow points in the appropriate direction and then press the red button.

The program prevents both players from shooting any of their balls into the opening at their own end of the table. Balls 1 through 5 must go into the right-end opening and balls 6 through 10 into the left-end opening.

Specifying the ball's distance

The third line of text, DISTANCE, indicates how far you want the selected ball to travel. The shortest distance, 1, displays in this line after you indicate the direction in which you want your selected ball to move. The range is from 1 to 9, a 1 representing about six ball lengths, and a 9 about fifty-four ball lengths. Choose short distances, less than 5, until you get a feel for how far balls travel with each of the nine selections. Push the joystick forward until the desired digit displays and then press the red button.

Your selected ball now moves in the direction you chose and travels the specified distance. If you set up a "cushion" shot, that is, a shot that bounces off the table edge, the ball will bank predictably. All other balls hit by the ball in motion also move predictably. However, a ball hitting a bumper bounces unpredictably. All ten balls can be moving simultaneously, if they're all struck!

After all movement stops, the number of the next available ball displays next to the text RIGHT BALL, and it's player 2's turn.

Display of balls pocketed

The final line of text, BALLS DOWN, shows which balls you and your opponent have already pocketed. Each time you pocket a ball, you'll be treated to a short color and sound show.

Playing by the rules

Our official rule book tells us that the first shot taken by each player must be the center ball (ball 3 for player 1 and ball 8 for player 2). While the program doesn't control for this rule, it does make the game more interesting.

PLAYING DEFENSE

In your drive to pocket all your balls first, don't forget the value of playing some strategic defense. For example, if your opponent has a straight shot lined up, consider using your next turn to hit his ball away or to block it with one of yours.

END OF GAME

Players continue to alternate turns until one player pockets all five balls. The game ends automatically. The screen clears and then shows which player is the winner--LEFT SIDE or RIGHT SIDE--along with some congratulatory music. Then the game automatically resets to a clean pool table, with the balls in their starting positions, for the next round.

RESTARTING THE GAME

You can interrupt the game at any time and start over by pressing the SYSTEM RESET key.

PROGRAM WARNINGS

JOYSTICK CONTROL

When you make your ball, distance, and direction selections by pushing the joystick forward, you'll often notice the selection is one number greater than you had intended. This condition is caused by the speed of the computer when scanning for joystick movement. Slow, deliberate forward pushes should prevent this overshooting from happening.

Once you press the red button for each selection, you can't change your mind. Therefore, look at your choices carefully before pressing the button.

DISPLAY SCREEN CLARITY

Some of the ball numbers may be difficult to read (especially the 10) if your TV screen isn't tuned correctly. Tune your set so that all the numbers are readable before starting to play.

ADVANCED TECHNICAL INFORMATION

CREATING BALLS, BUMPERS, AND DIRECTION ARROWS

At the start of the game, as the message "Please wait while I create the balls" displays, the program is moving and changing the Display List to create new characters needed for displaying balls with numbers in them, the eight direction arrows, and the bumpers.

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We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to know whether our

instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- _____ Easy to use
- _____ User-oriented (e.g., menus, prompts, clear language)
- _____ Enjoyable
- _____ Self-instructive
- _____ Useful (non-game programs)
- _____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the program or user instructions:

From

STAMP

ATARI Program Exchange
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Santa Clara, CA 95055

[seal here]